

Style Guide

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#### Intro

ELINOR WONDERS WHY is a PBS KIDS animated series for preschoolers created by Jorge Cham and Daniel Whiteson. Each half-hour episode features two stories that aim to encourage children to follow their curiosity, ask questions when they don't understand and find answers using science inquiry skills. The main character Elinor, the most observant and curious bunny rabbit in Animal Town, will introduce kids ages 3-5 to science, nature and community through adventures with her friends Ari, a funny and imaginative bat, and Olive, a perceptive and warm elephant. As kids explore Animal Town, they will meet all kinds of interesting, funny, and quirky characters, each with something to teach us about respecting others, the importance of diversity, caring for the environment, and working together to solve problems.

In each episode, Elinor models the foundational practices of science inquiry and engineering design — including her amazing powers of observation and willingness to ask questions and investigate. When she encounters something she doesn't understand, like why birds have feathers or how tiny ants build massive anthills, she just can't let it go until she figures it out. And in discovering the answers, Elinor often learns something about nature's ingenious inventions and how they can connect to ideas in our designed world, and what it takes to live in a community. ELINOR WONDERS WHY encourages children and parents to ask their own questions and experience the joy of discovery and understanding together.





Welcome to our Elinor Wonders Why Style Guide where you can explore all the wonders of this very charming series.

This style guide is a reference point while setting up marketing and other materials across the board. It features many images and information that showcases the elements of style in our series. By following the details in this guide, this should allow us to present the brand in a consistent way and tone across all media."

Our very curious Elinor often say's "we need MORE observations!" - So get curious, observe away and enjoy!



#### A1-Elinor

Elinor is a precocious little bunny rabbit with seemingly boundless energy to explore and learn interesting things. She is silly and is not afraid to voice her opinion. Elinor likes to think that she has a super power: the power of observation. She often says out loud, "That is SO interesting!" whenever she notices an interesting phenomenon in nature. She likes to charge ahead and is very excited to try things out. When she sees something that she is interested in or wants to understand, she will not let go of it until she understands it. Sometimes, she is more focused on the mystery at hand than other, more practical things (like listening to her teacher). When she wants to dig into something, she will say "We need MORE observations."

But if her first ideas don't work she sometimes gets momentarily discouraged. Of course, her friends and family are always there to remind her to keep trying. She is very good at sharing her enthusiasm, and can get a crowd of kids (or her two best friends) interested in almost anything.

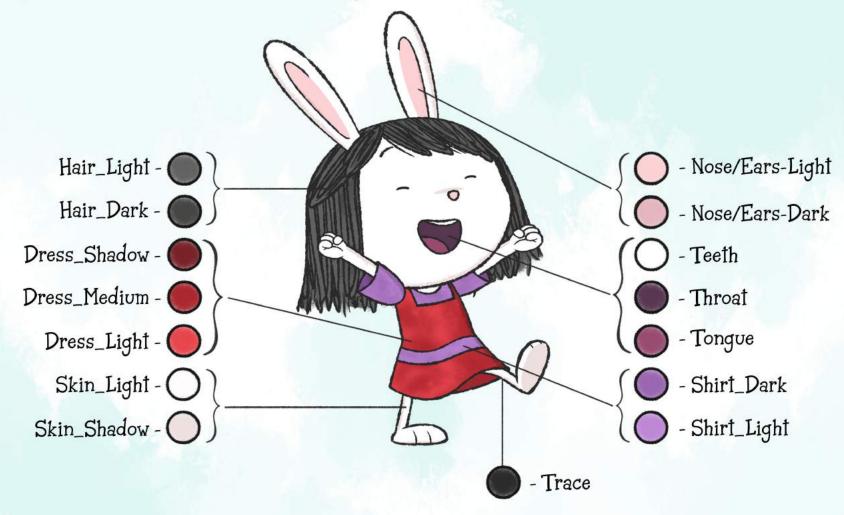
Elinor is very physical in the way that she explores the world and expresses herself. She gets very close to things that interest her, and has no hesitation about diving into bushes or scrambling (safely) up a tree. Her ears are very expressive, reflecting what she is feeling.







#### A1-Elinor: Color Palette & Textures



Hair\_Light

Hair\_Dark

R: 121 - G: 35 - B: 41 Dress Shadow

Dress\_Medium

Dress\_Light

R: 98 - G: 98 - B: 98 C: 66 - M: 59 - Y: 59 - K: 42

R: 70 - G: 70 - B: 69 C: 66 - M: 59 - Y: 59 - K: 42

C: 32 - M: 92 - Y: 78 - K: 39

R: 173 - G: 38 - B: 47 C: 22 - M: 98 - Y: 88 - K: 14

R: 232 - G: 70 - B: 77 C: 3 - M: 88 - Y: 69 - K: 0 Skin\_Light

- Skin\_Shadow

- Nose/Ears-Light

- Nose/Ears-Dark

O - Teeth

R: 255 - G: 255 - B: 255 C: 0 - M: 0 - Y: 0 - K: 0

R: 239 - G: 224 - B: 224 C: 5 - M: 11 - Y: 7 - K: 0

R: 252 - G: 210 - B: 212 C: 0 - M: 21 - Y: 8 - K: 0

R: 229 - G: 182 - B: 189 C: 8 - M: 32 - Y: 15 - K: 0

R: 255 - G: 255 - B: 255 C: 0 - M: 0 - Y: 0 - K: 0

Throat

- Tongue

Shirt\_Dark

- Shirt\_Light

- Trace

R: 88 - G: 55 - B: 81 C: 62 - M: 80 - Y: 44 - K: 34

R: 153 - G: 76 - B: 112 C: 39 - M: 81 - Y: 35 - K: 8

R: 152 - G: 101 - B: 176 C: 44- M: 70 - Y: 0 - K: 0

R: 189 - G: 135 - B: 214 C: 29 - M: 52 - Y: 0 - K: 0

R: 44 - G: 43 - B: 43 C: 70 - M: 65 - Y: 63 - K: 65

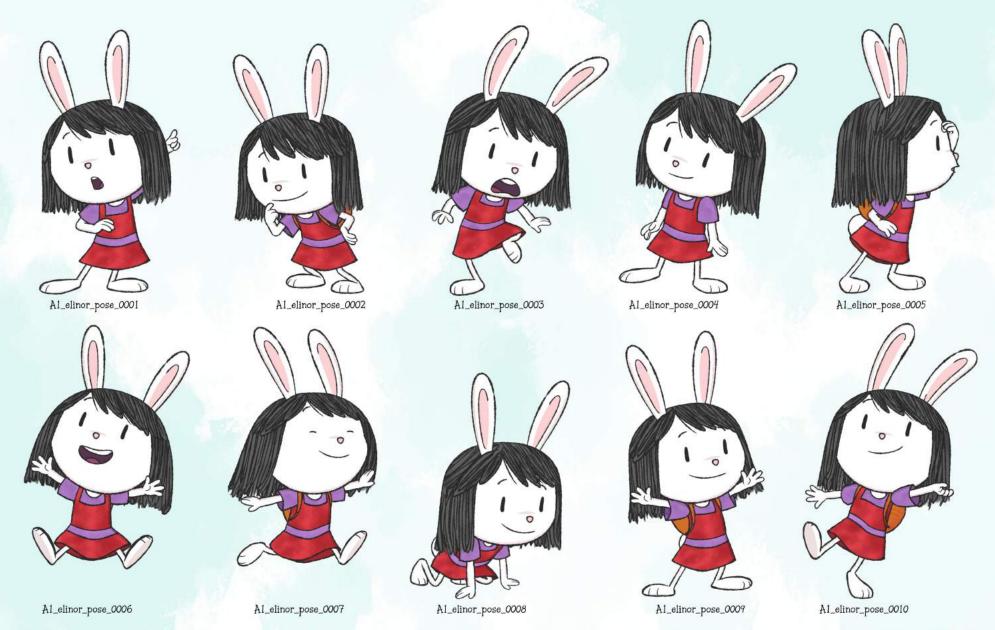


#### A1-Elinor: Color Palette & Textures





A1-Elinor: Poses





A1-Elinor: Poses





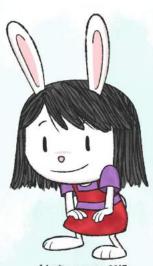
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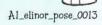


Al\_elinor\_pose\_0012











Al\_elinor\_pose\_0018



Al\_elinor\_pose\_0014



Al\_elinor\_pose\_0019



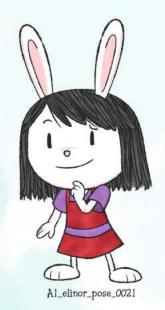
A1\_elinor\_pose\_0015



Al\_elinor\_pose\_0020



A1-Elinor: Poses















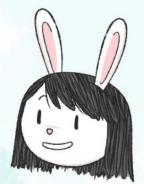








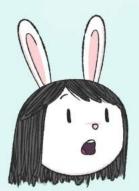
#### A1-Elinor: Expressions



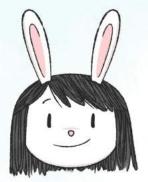
Al\_elinor\_expression\_0001



Al\_elinor\_expression\_elinor0007



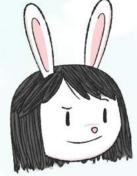
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A1\_elinor\_expression\_0004



A1\_elinor\_expression\_0010



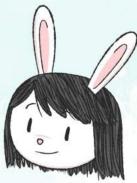
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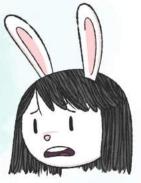
A1\_elinor\_expression\_0008



Al\_elinor\_expression\_0014



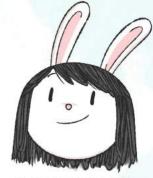
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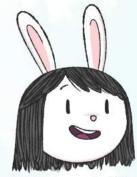
Al\_elinor\_expression\_0011



A1\_elinor\_expression\_0003



A1\_elinor\_expression\_0009



A1\_elinor\_expression\_0015



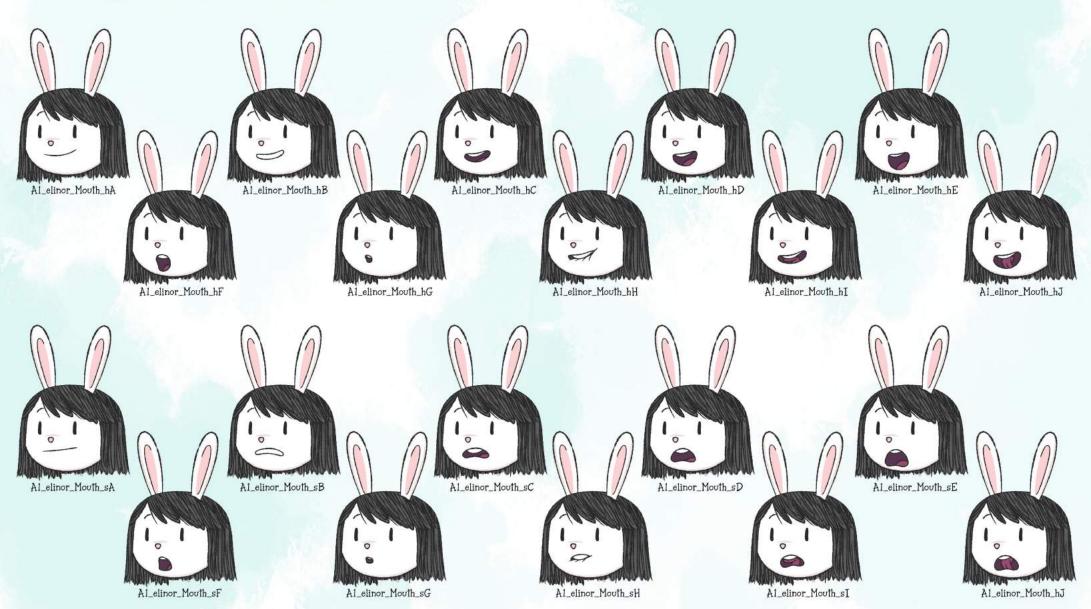
Al\_elinor\_expression\_0006



Al\_elinor\_expression\_0012

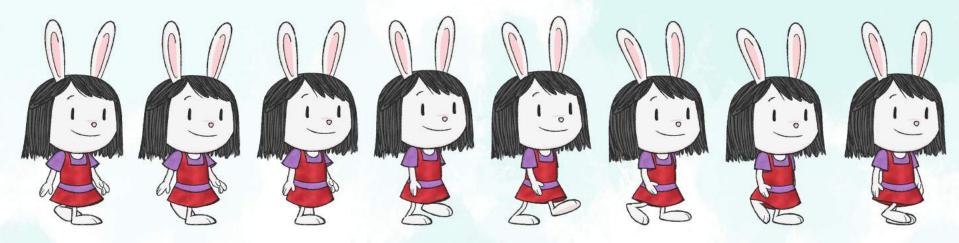


A1-Elinor: Mouth Chart

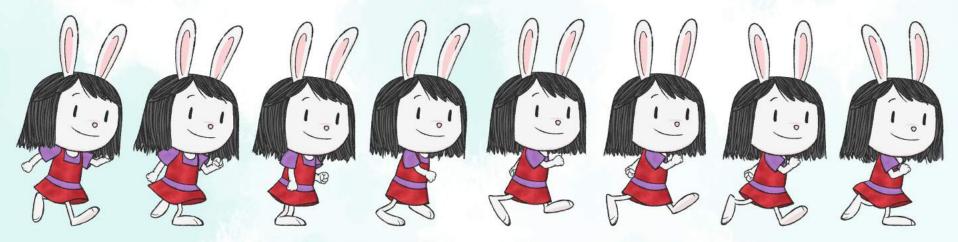




A1-Elinor: Walk/Run Cycle



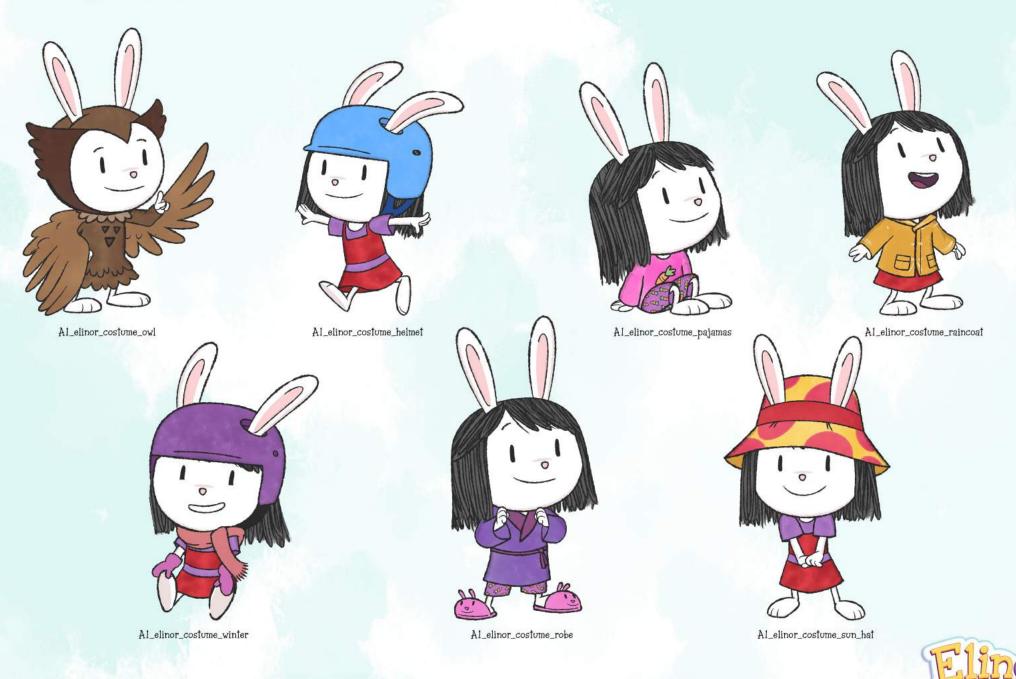
Al\_elinor\_cycles\_walk



Al\_elinor\_cycles\_run



A1-Elinor: Costumes



#### A2-Ari

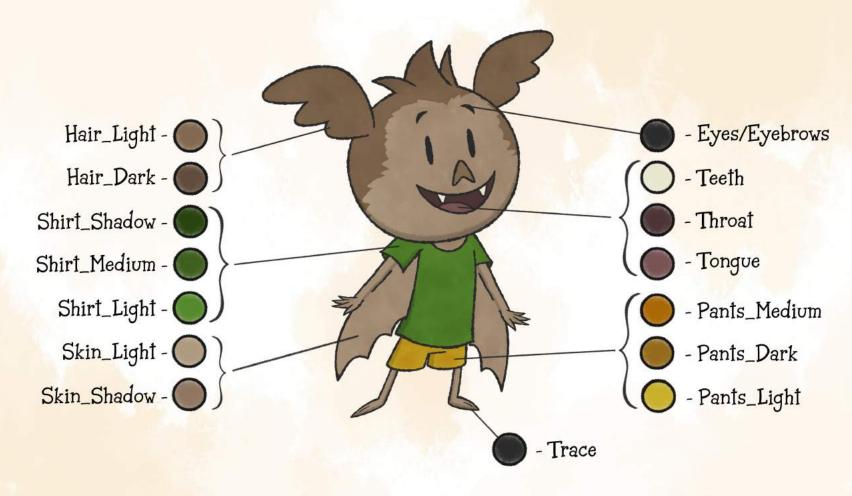
Ari is one of Elinor's best friends. He is a kid bat with a fun sense of humor and a dramatic personality. He makes a lot of silly jokes (especially puns, often ending a scene or episode with a funny line), and isn't afraid to be the center of attention or to make himself look a bit silly.

Ari is imaginative but sometimes forgetful. He is often found snacking and saying things like, "That is so cool!" or "I meant to do that." Ari has functioning wings and can take off from the ground and fly for short distances. He uses a few flaps to make a big hop over an obstacle or get up into a tree.





#### A2-Ari: Color Palette & Textures



- Hair\_Light

R: 131 - G: 105 - B: 80 C: 43 - M: 52 - Y: 69 - K: 21 R: 98 - G: 77 - B: 59

Hair\_Dark C: 49 - M: 59 - Y: 72 - K: 39 R: 41 - G: 68 - B: 16

Shirt Shadow C: 75 - M: 47 - Y: 100 - K: 52

R: 62 - G: 96 - B: 30 Shirt\_Medium C: 22 - M: 98 - Y: 88 - K: 14

R: 86 - G: 137 - B: 45 Shirt\_Light C: 71 - M: 26 - Y: 100 - K: 10

Skin\_Light

- Skin\_Shadow

Eyes/Eyebrowns

- Teeth

- Throat

R: 174 - G: 154 - B: 127 C: 33 - M: 36 - Y: 52 - K: 2

R: 143 - G: 12 - B: 99 C: 42 - M: 48 - Y: 60 - K: 13

R: 44 - G: 43 - B: 43 C: 70 - M: 65 - Y: 63 - K: 65

R: 233 - G: 231 - B: 208 C: 8 - M: 5 - Y: 19 - K: 0

R: 78 - G: 53 - B: 53 C: 53 - M: 70 - Y: 63 - K: 52 - Tongue

- Pants\_Medium

Pants\_Dark

- Pants\_Light

Trace

R: 122 - G: 86 - B: 86 C: 45 - M: 64 - Y: 56 - K: 25

R: 171 - G: 104 - B: 4 C: 27 - M: 61 - Y: 100 - K: 13 R: 149 - G: 107 - B: 27

C: 35- M: 53 - Y: 100 - K: 18

R: 202 - G: 178 - B: 47 C: 24 - M: 24 - Y: 100 - K: 1

R: 44 - G: 43 - B: 43 C: 70 - M: 65 - Y: 63 - K: 65

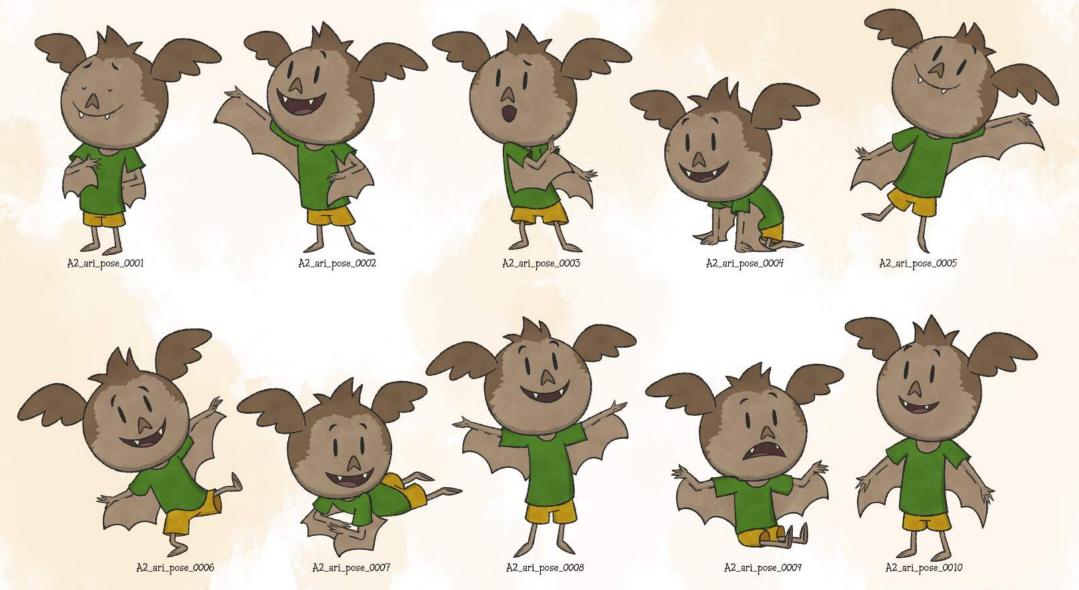


#### A2-Ari: Color Palette & Textures



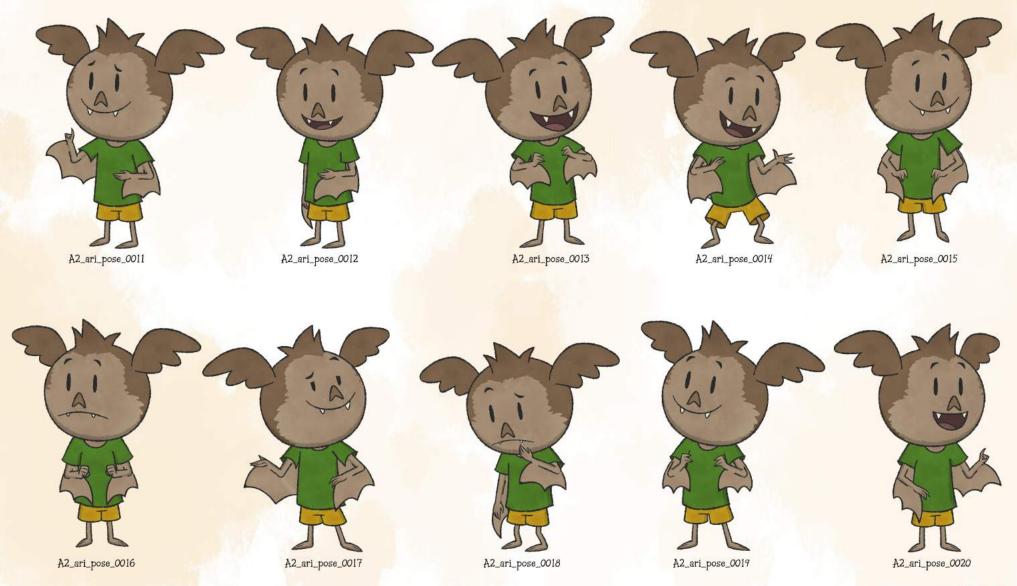


A2-Ari: Poses

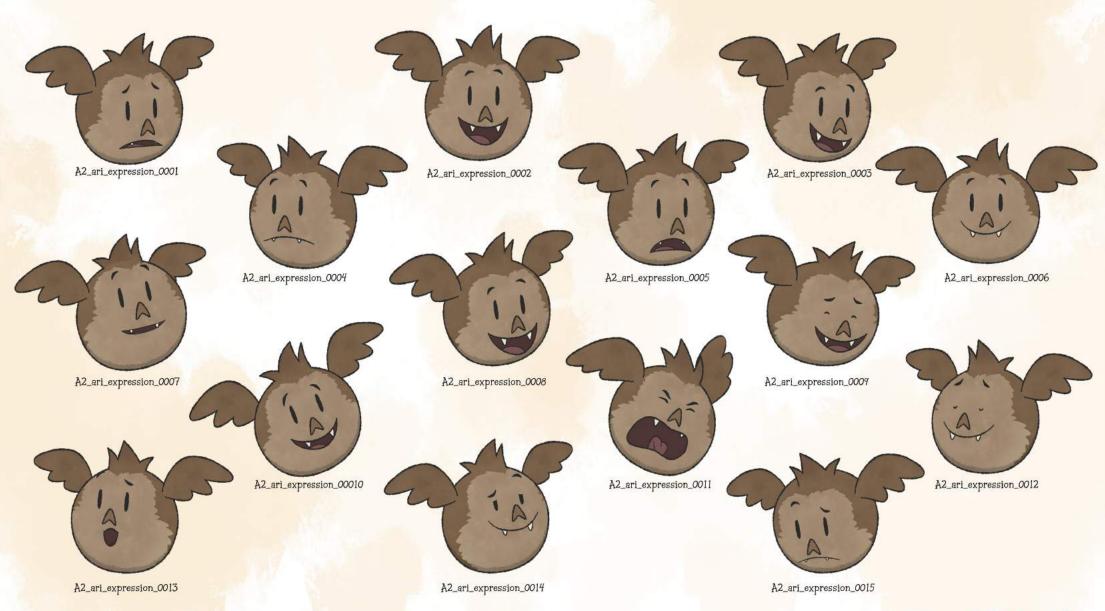




A2-Ari: Poses

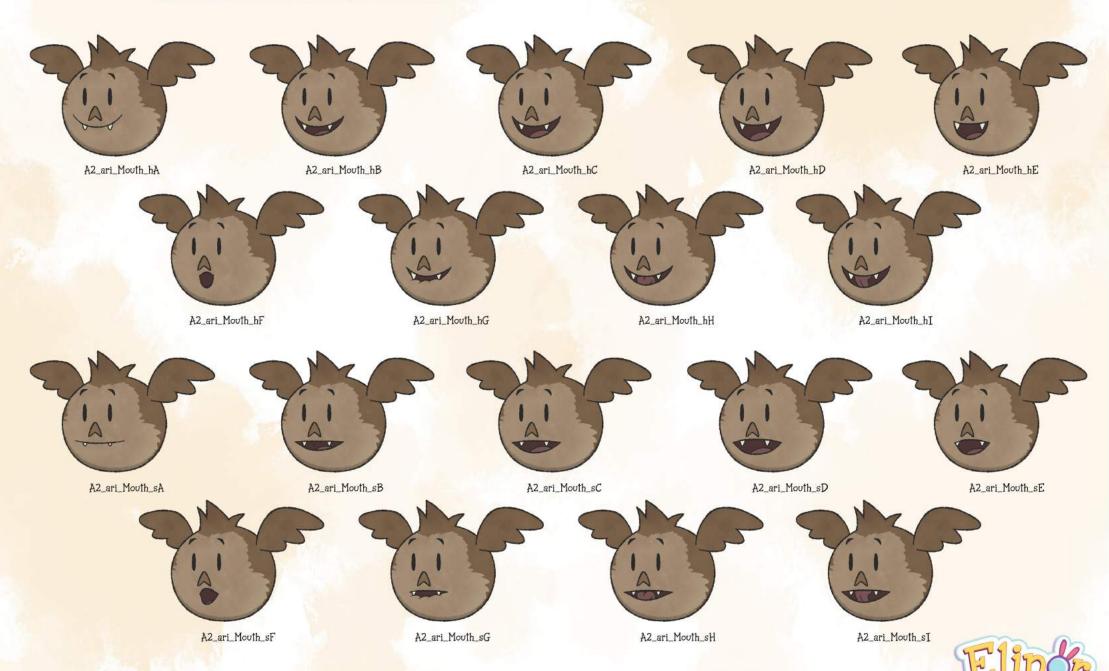


A2-Ari: Expressions

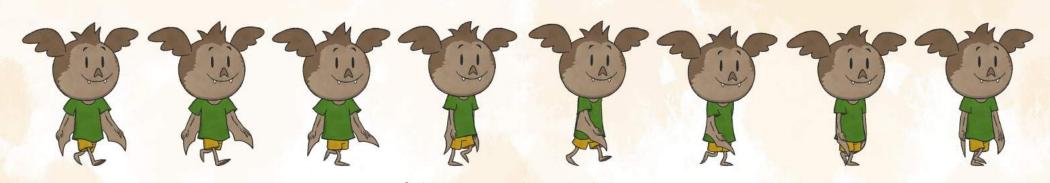




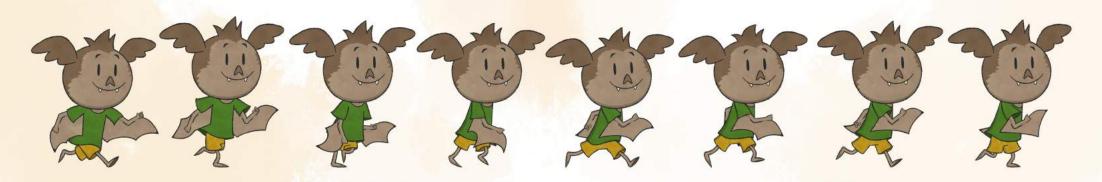
A2-Ari: Mouth Chart



A2-Ari: Walk/Run Cycle



Al\_ari\_cycles\_walk



Al\_ari\_cycles\_run



# Characters:

A2-Ari: Costumes



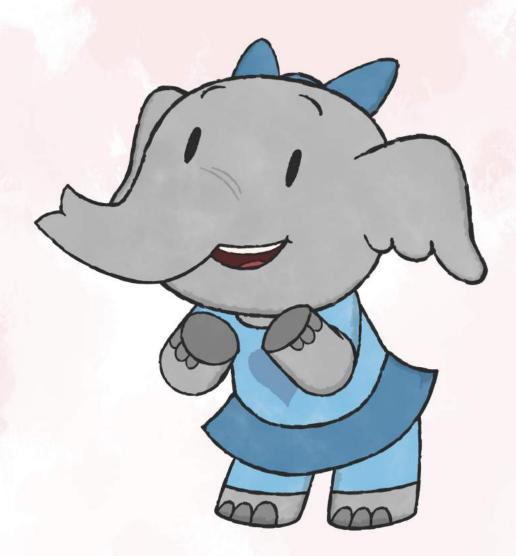
#### A3-Olive

Olive is also one of Elinor's best friends. She has a warm and generous personality, and is very perceptive about others.

She loves books and is the best reader in the group. She also has an excellent memory, so she often has a useful tidbit of information to share with the group. Olive loves mysteries (she will often say "Sounds like a mystery!") and words (she will often say, "I like that word!"). She loves being the note-taker in the group, often laying the groundwork for the kids to make an interesting connection.

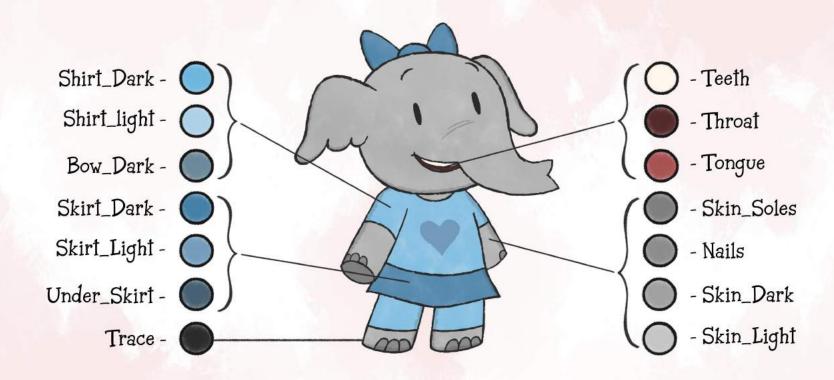
Olive doesn't run or jump around as much as Elinor and Ari, but she's as strong as an elephant (at least, a kid elephant). Olive's trunk is very flexible and useful. Since her hands don't have very dexterous fingers, she uses her trunk to make gestures, and to hold or manipulate things like a crayon or a fork. One of her favorite foods are bananas.







#### A3-Olive: Color Palette & Textures



Shirt\_Dark

O - Shirt\_light

O - Bow\_Dark

Skirt\_Dark

Skirt\_Light

R: 110 - G: 183 - B: 223 C: 53 - M: 13 - Y: 3 - K: 0

R: 174 - G: 209 - B: 232 C: 30 - M: 8 - Y: 3 - K: 0

R: 108 - G: 137 - B: 154 C: 62 - M: 38 - Y: 31- K: 2

R: 69 - G: 128 - B: 167 C: 76 - M: 42 - Y: 19 - K: 1

R: 116 - G: 157 - B: 187 C: 57 - M: 29 - Y: 16 - K: 0 Under\_Skirt

- Trace

O - Teeth

- Throat

- Tongue

R: 71 - G: 97 - B: 114 C: 76 - M: 54 - Y: 41 - K: 17

R: 44 - G: 43 - B: 43 C: 70 - M: 65 - Y: 63 - K: 65

R: 255 - G: 245 - B: 237 C: 0 - M: 3 - Y: 5 - K: 0

R: 84 - G: 42 - B: 42 C: 44 - M: 78 - Y: 68 - K: 56

R: 169 - G: 82 - B: 82 C: 27 - M: 77 - Y: 63 - K: 12 Skin\_Soles

O - Nails

O - Skin\_Dark

O - Skin\_Light

R: 127 - G: 127 - B: 127 C: 52 - M: 43 - Y: 43 - K: 8

R: 141 - G: 141 - B: 141 C: 47- M: 39 - Y: 39 - K: 3

R: 161 - G: 161 - B: 161 C: 39- M: 32 - Y: 32 - K: 1

R: 198 - G: 198 - B: 198 C: 22 - M: 17 - Y: 18 - K: 0

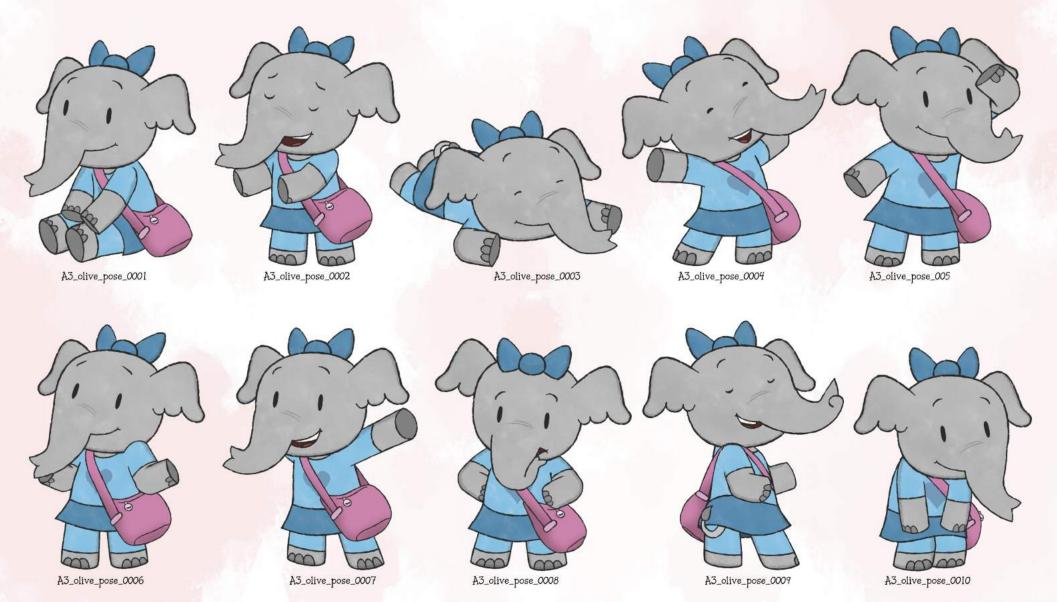


#### A3-Olive: Color Palette & Textures



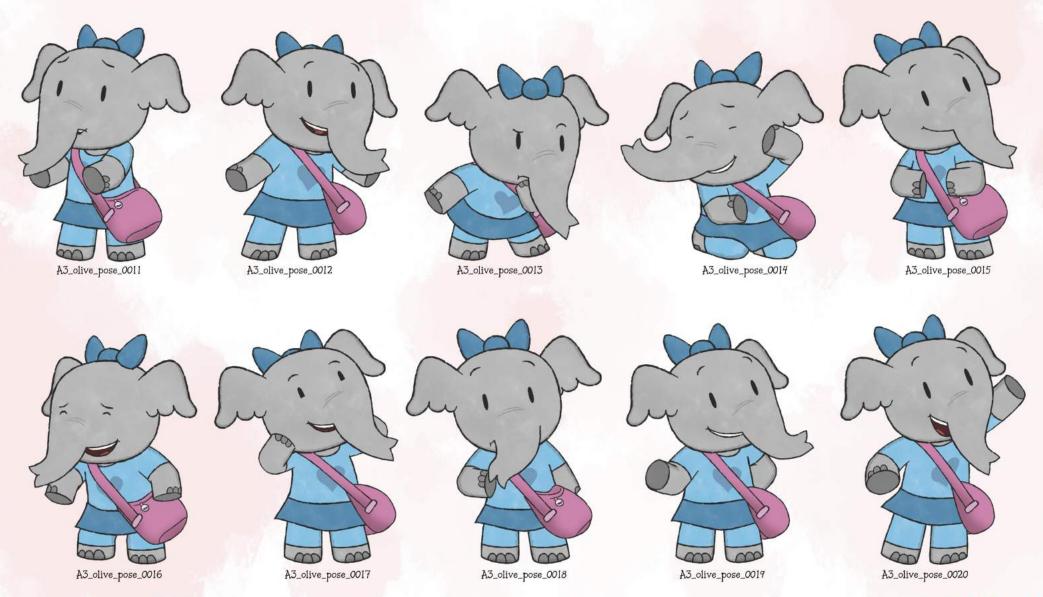


A3-Olive: Poses



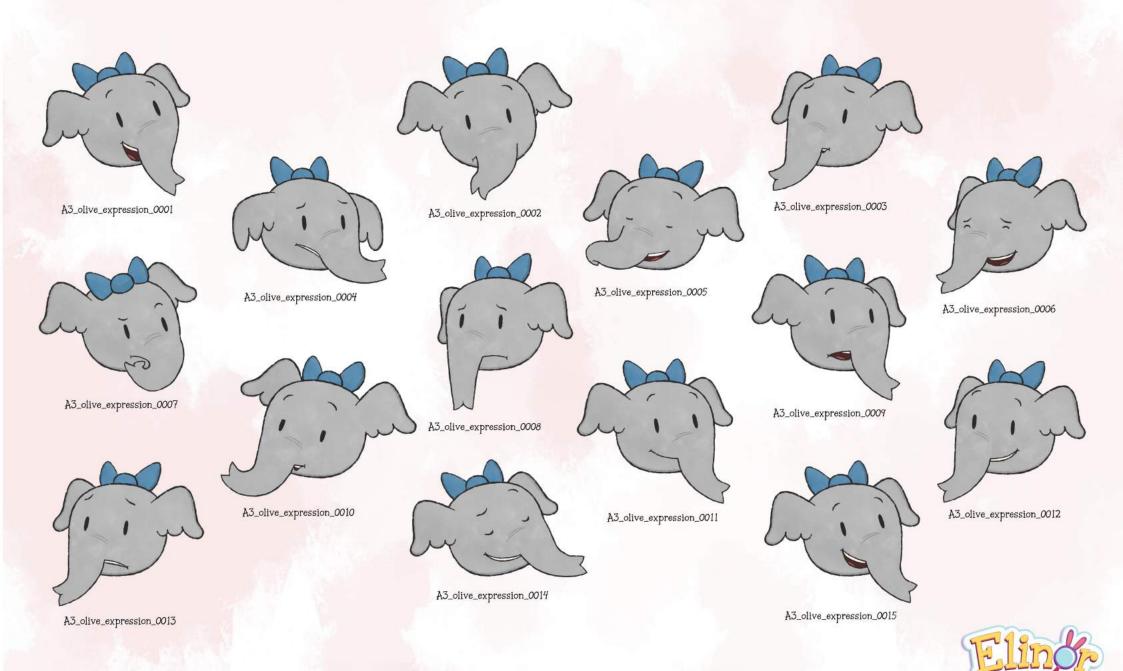


A3-Olive: Poses

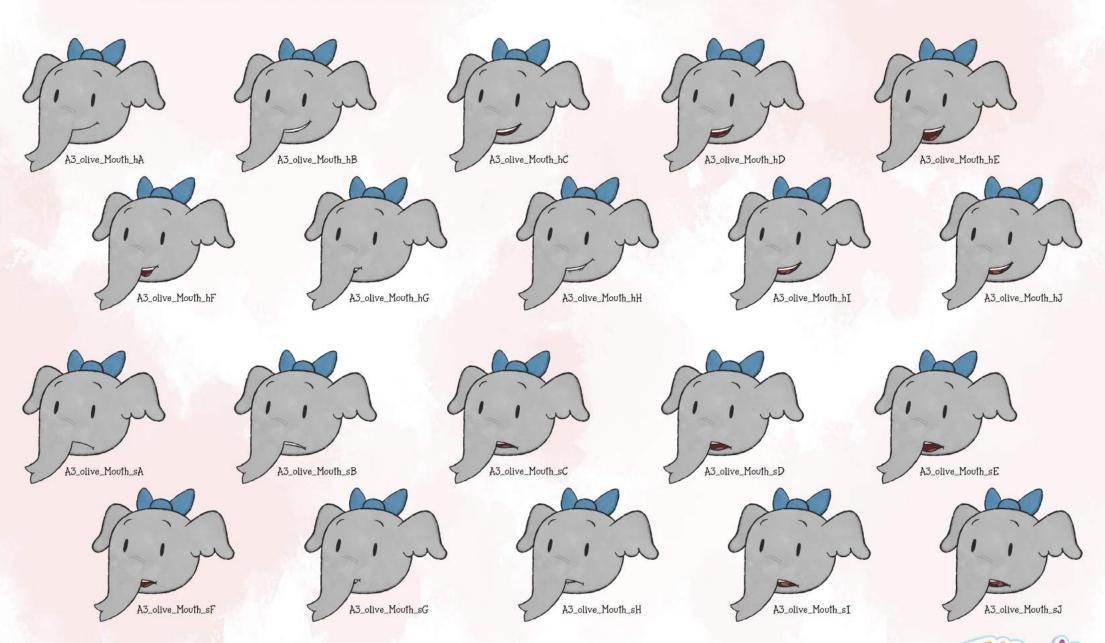




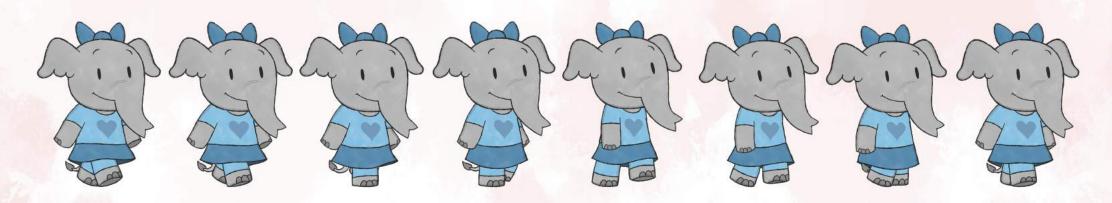
A3-Olive: Expressions



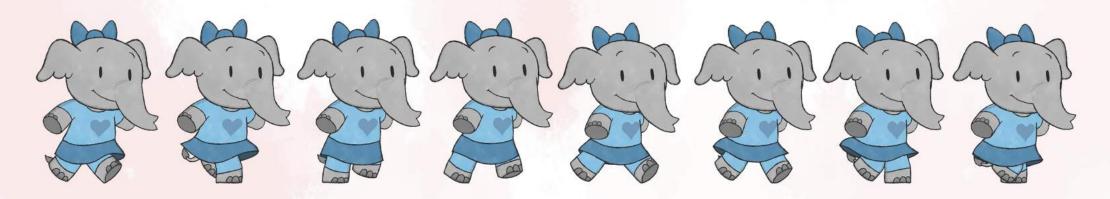
A3-Olive: Mouth Chart



A3-Olive: Walk/Run Cycle



A3\_olive\_cycles\_walk



A3\_olive\_cycles\_run



A3-Olive: Costumes



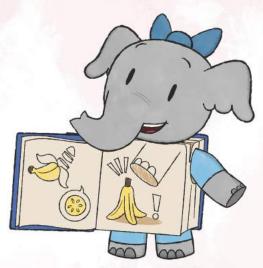
A3\_olive\_costume\_satchel\_hat



A3\_olive\_costume\_winter



A3\_olive\_costume\_winter\_light



A3\_olive\_costume\_book



#### A4-Ms. Mole

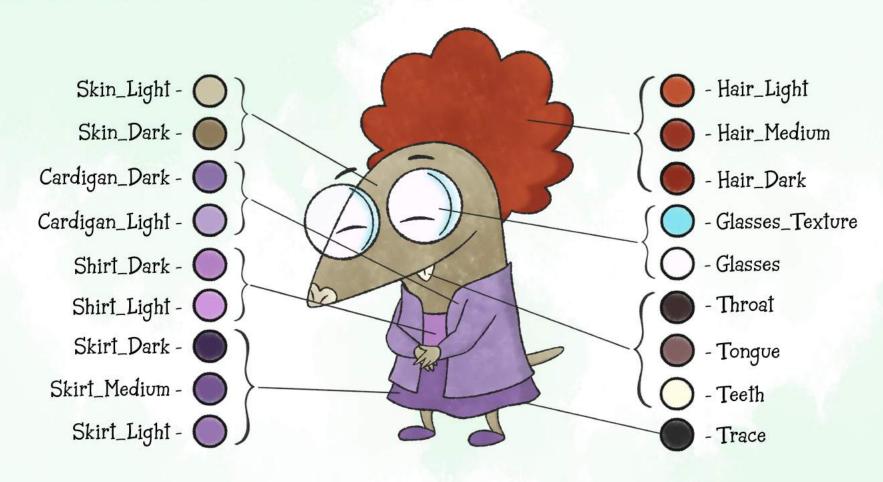
Ms. Mole is the kids' teacher at school. She has been in the classroom longer than anyone can remember, so she's seen it all, but she hasn't lost her energy for teaching. She is quirky and well-versed in a child's sense of humor, with a fine-tuned sense of how to talk to access a child's world-view and speak to them in a way that will tickle and intrigue them.

Her sense of humor is on the goofy side; she likes to be silly and make jokes to put the children at ease and make them feel comfortable. She's independent, and likes to encourage kids to be the same. Her eyesight isn't very good (she's a mole), so she relies on her other senses a lot





#### A4-Ms. Mole: Color Palette & Textures



- Skin\_Light -Skin\_Dark

R: 137 - G: 113 - B: 167 Cardigan\_Dark

- Cardigan\_Light

- Shirt\_Dark

R: 206 - G: 150 - B: 220 - Shirt\_Light C: 21 - M: 44 - Y: 0 - K: 0

R: 202 - G: 195 - B: 165 C: 22 - M: 18 - Y: 37 - K: 0

R: 141 - G: 123 - B: 88 C: 42 - M: 44 - Y: 70 - K: 14

C: 51 - M: 61 - Y: 8 - K: 0

R: 183 - G: 161 - B: 205 C: 27 - M: 37 - Y: 0 - K: 0

R: 180 - G: 130 - B: 195 C: 30 - M: 55 - Y: 0 - K: 0

- Skirt Dark

- Skirt\_Medium

-Skirt\_Light

- Hair\_Light

- Hair\_Medium

- Hair\_Dark

R: 62 - G: 44 - B: 82 C: 81 - M: 88 - Y: 39 - K: 35

R: 116 - G: 85 - B: 143 C: 64 - M: 76 - Y: 16 - K: 2

R: 150 - G: 116 - B: 175 C: 45 - M: 60 - Y: 3 - K: 0

R: 190 - G: 81 - B: 49 C: 19 - M: 80 - Y: 91 - K: 7

R: 151 - G: 53 - B: 36 C: 27 - M: 89 - Y: 96 - K: 24

R: 141 - G: 45 - B: 29 C: 28 - M: 91 - Y: 99 - K: 29 - Glasses\_Texture

Glasses

Throat

Tonque

C - Teeth

- Trace

R: 132 - G: 227 - B: 239 C: 41 - M: 0 - Y: 9 - K: 0

R: 254 - G: 250 - B: 255 C: 0 - M: 2 - Y: 0 - K: 0

R: 62 - G: 46 - B: 46 C: 59- M: 69 - Y: 63 - K: 60

R: 128 - G: 95 - B: 95 C: 45 - M: 61 - Y: 53 - K: 20

R: 253 - G: 246 - B: 226 C: 1 - M: 2 - Y: 11 - K: 0

R: 44 - G: 43 - B: 43 C: 70 - M: 65 - Y: 63 - K: 65



#### A4-Ms. Mole: Color Palette & Textures



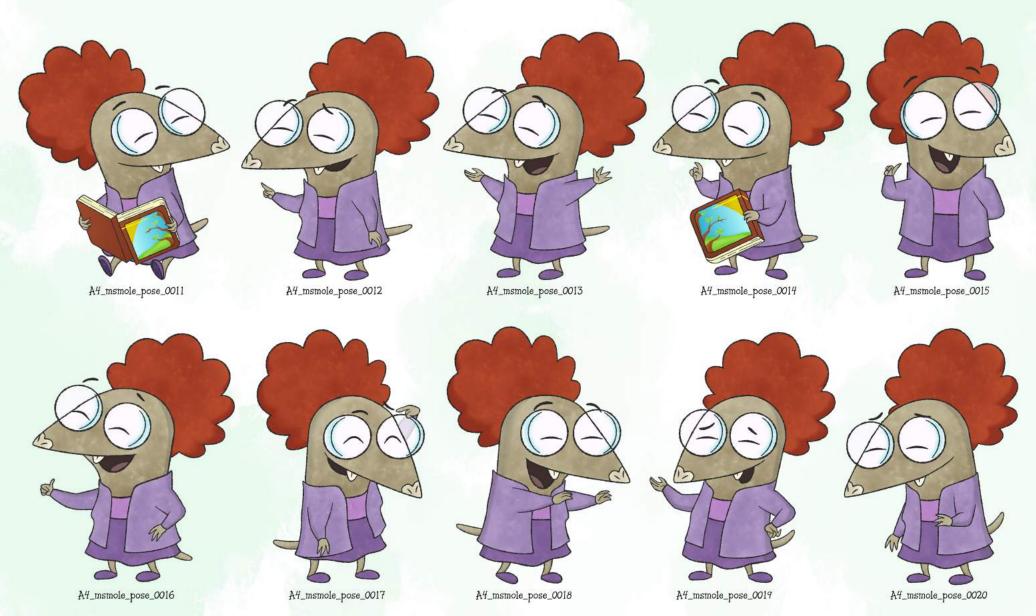


A4-Ms. Mole: Poses



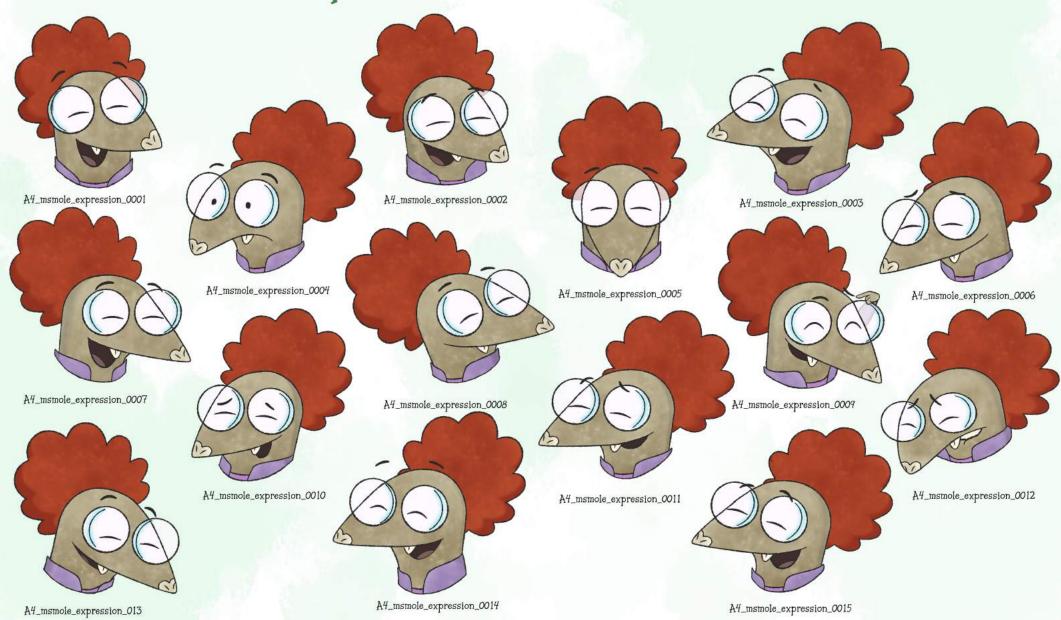


A4-Ms. Mole: Poses





A4-Ms. Mole: Expressions



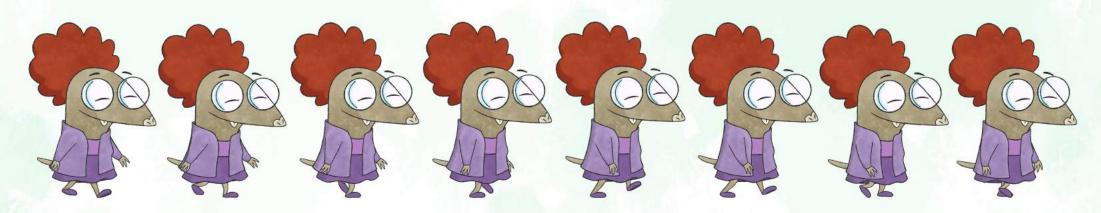


A4-Ms. Mole: Mouth Chart

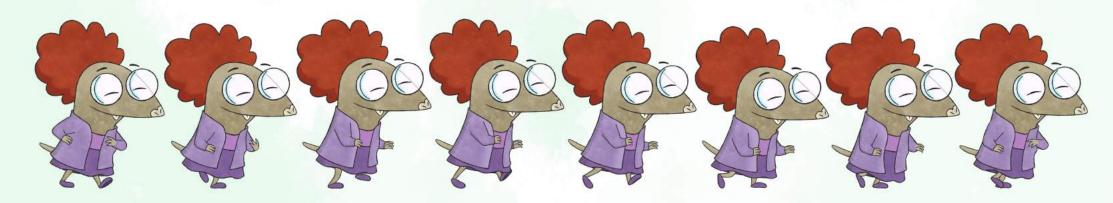




A4-Ms. Mole: Walk/Run Cycle



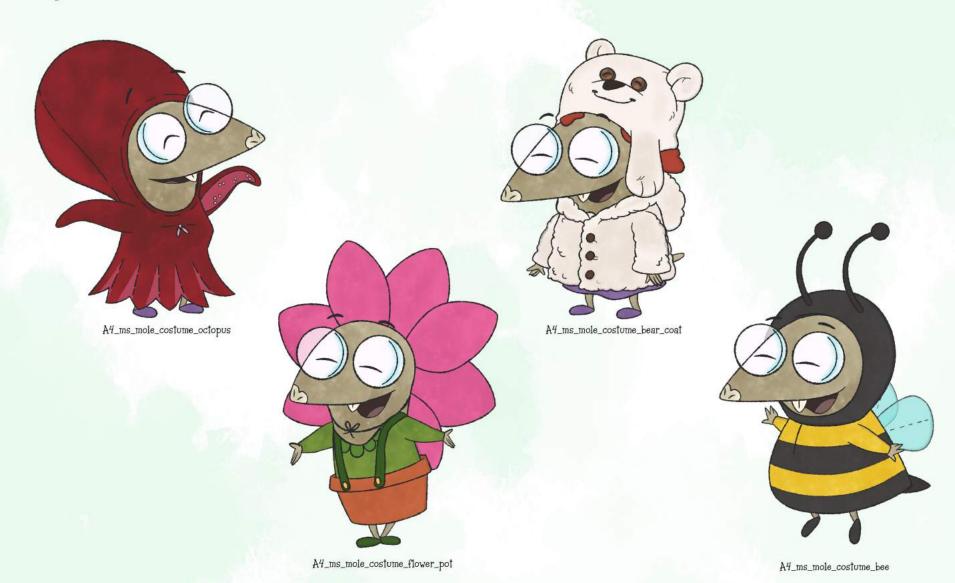
A4\_msmole\_cycles\_walk



A4\_msmole\_cycles\_run



A4-Ms. Mole: Costumes











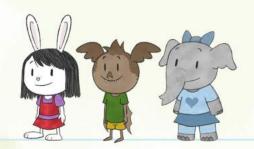


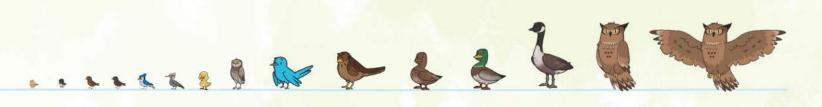


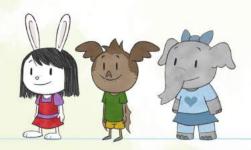


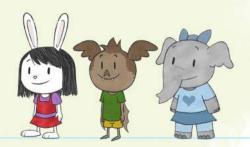








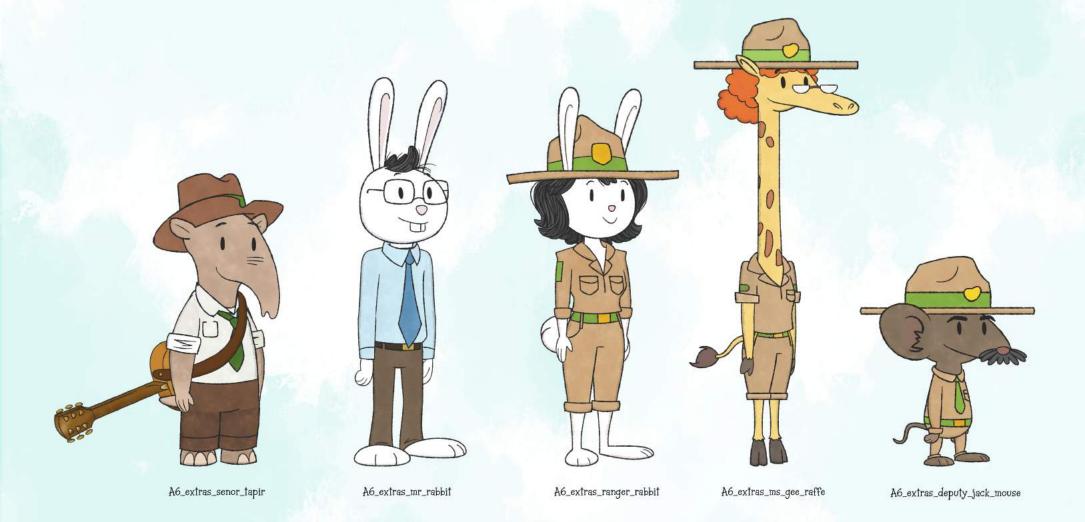








# A- Characters: A6-Extras





A6-Extras: Poses - Ranger Rabbit





#### A6-Extras: Poses - Mr. Rabbit



A6\_extras\_poses\_mr\_rabbit\_0001



A6\_extras\_poses\_mr\_rabbit\_0002



A6\_extras\_poses\_mr\_rabbit\_0003



A6\_extras\_poses\_mr\_rabbit\_0004



A6\_extras\_poses\_mr\_rabbit\_0005



A6\_extras\_poses\_mr\_rabbit\_0006



A6\_extras\_poses\_mr\_rabbit\_0007



A6\_extras\_poses\_mr\_rabbit\_0008



A6\_extras\_poses\_mr\_rabbit\_0009



A6\_extras\_poses\_mr\_rabbit\_0010



A6\_extras\_poses\_mr\_rabbit\_0012







A6\_extras\_poses\_mr\_rabbit\_0014



A6\_extras\_poses\_mr\_rabbit\_0015



#### A6-Extras: Poses - Senor Tapir



A6\_extras\_poses\_senor\_tapir\_0001



A6\_extras\_poses\_senor\_tapir\_0002



A6\_extras\_poses\_senor\_tapir\_0003



A6\_extras\_poses\_senor\_tapir\_0004



A6\_extras\_poses\_senor\_tapir\_0005



A6\_extras\_poses\_senor\_tapir\_0006



A6\_extras\_poses\_senor\_tapir\_0007



A6\_extras\_poses\_senor\_tapir\_0008



A6\_extras\_poses\_senor\_tapir\_0009



A6\_extras\_poses\_senor\_tapir\_0010



A6\_extras\_poses\_senor\_tapir\_0011



A6\_extras\_poses\_senor\_tapir\_0012



A6\_extras\_poses\_senor\_tapir\_0013



A6\_extras\_poses\_senor\_tapir\_0014



A6\_extras\_poses\_senor\_tapir\_0015



# A- Characters: A7- Group Poses



A7\_group\_pose\_0001



A7\_group\_pose\_0002



A7\_group\_pose\_0003



A7\_group\_pose\_0004



A7\_group\_pose\_0005



A7\_group\_pose\_0006



# A- Characters: A7- Group Poses



A7\_group\_pose\_0007



A7\_group\_pose\_0008



A7\_group\_pose\_0009



A7\_group\_pose\_0010



A7\_group\_pose\_0011



A7\_group\_pose\_0012



#### A.a - How to: Page Placement



Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.



-Leave room between characters and text.

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Quis ipsum suspendisse ultrices gravida. Risus commodo viverra maecenas accumsan lacus vel facilisis.



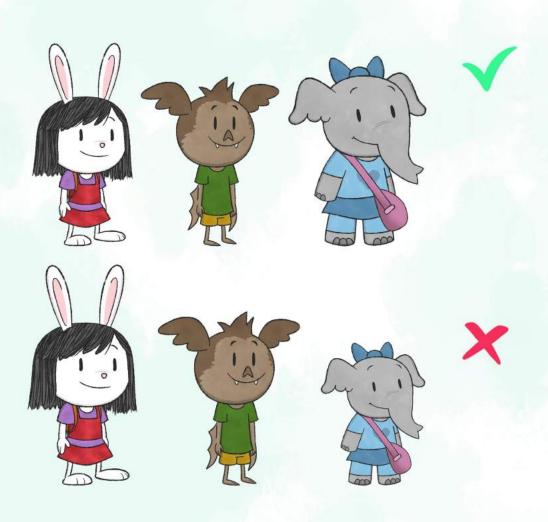
-Avoid placing the characters too close or clipping through the edge of the page.



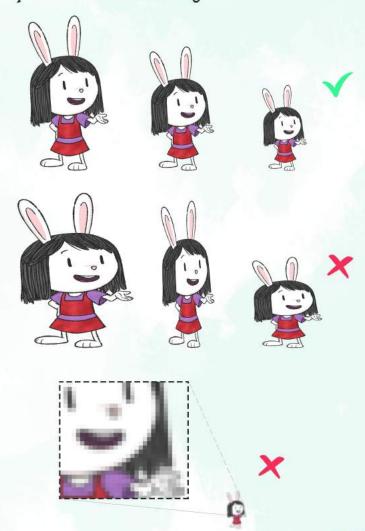


#### A.a - How to: Scale and Resizing

-Keep in mind the scale of the characters



-Do not squash or strech the characters when resizing and avoid scaling it up or down to the point details start to get lost





A.a - How to: Silhouettes

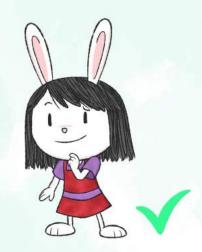
-Keep silhouettes clean for easir to read images





#### A.a - How to: Color and Design

-Do not modify the character's design or proportions and do not change the colors







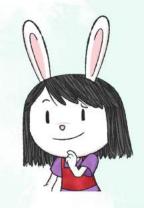




-Do not add "stroke", "dropshadow" or any other layer effect also avoid cuting out pieces the character









# B - Locations: -Map





## B - Locations: B1-Town



B1\_ext\_town\_001



B1\_ext\_town\_002



#### B2-Elinor's House: Exterior





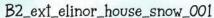


B2\_ext\_elinor\_house\_001

B2\_ext\_elinor\_house\_002

B2\_ext\_elinor\_house\_003







B2\_ext\_elinor\_house\_night\_001



#### B2-Elinor's House: Interior



B2\_int\_elinor\_liv\_rm\_001



B2\_int\_elinor\_kitchen\_001



B2\_int\_rabbit\_bdrm\_001



B2\_ext\_elinor\_bath\_001



B2\_int\_elinor\_bdrm\_001



#### B2-Elinor's House: Interior



B2\_int\_elinor\_bdrm\_001



B2\_int\_rabbit\_bdrm\_night\_001



B2\_int\_elinor\_bdrm\_night\_002



B2\_int\_elinor\_kitchen\_002



#### B3-Ari's House: Exterior



B3\_ext\_ari\_house\_001



B3\_ext\_ari\_house\_night\_001



B3\_ext\_ari\_house\_002



B3\_ext\_ari\_house\_003



B3-Ari's House: Interior



B3\_int\_ari\_kitchen\_001



B3\_int\_ari\_bdrm\_001



#### B4-Olive's House: Exterior



B4\_ext\_olive\_house\_001



B4\_ext\_olive\_house\_002



#### B4-Olive's House: Interior



B4\_int\_olive\_bdrm\_001



B4\_int\_olive\_bdrm\_002



B4\_int\_olive\_house\_001



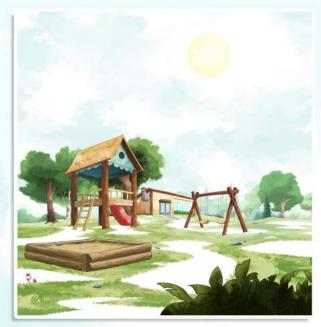
B4\_int\_olive\_house\_002



B4\_int\_olive\_house\_003



#### B5-School: Exterior



B5\_ext\_school\_001



B5\_ext\_school\_002



B5\_ext\_school\_003



B5-School: Interior



B5\_int\_school\_001



B5\_int\_school\_002



B5\_int\_school\_003



#### B6-Forest: 01



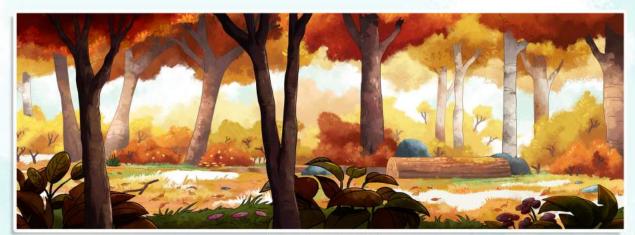
B6\_forest\_001



B6\_forest\_002



B6-Forest: 02







B6\_forest\_004



B6\_forest\_005



## B - Locations: B7- Club House



B7\_ext\_clubhouse\_001



B7\_int\_clubhouse\_002



B7\_int\_clubhouse\_001



#### B - Locations: B8- Extra Houses



B8\_ext\_mrdog\_house\_001





B8\_ext\_moose\_house\_001



B8\_ext\_pig\_house\_001



## B - Locations: B8- Extra Houses



B8\_ext\_msmole\_house\_001



B8\_ext\_granpa\_gran\_house\_001



 $B8\_ext\_granpa\_gran\_house\_002$ 



## B - Locations: B9- Park





B9\_ext\_park\_001

B9\_ext\_park\_002



B9\_ext\_park\_gazebo\_001



B9\_ext\_park\_fish\_pond\_001



## B- Locations:

### B.b - How to: Scale and Perspective



-Keep perspective and scale in mind when placing characters and props in the background





-Perspective and scale are off



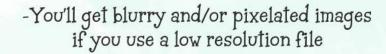
## B- Locations:

### B.b - How to: Resize and Crop

-Make sure the images have enough resolution when resizing or cropping



















## B- Locations:

### B.b - How to: General Tips



ex: B7\_ext\_clubhouse\_001





-Do not stretch or squash the image



-Keep a pleasant composition



-The outlines should be thinner as objects move back in space



## C - Props











C2\_binoculars

C3\_camilla\_race\_car

C4\_city\_bus

C5\_club\_journal







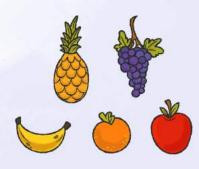
C7\_elinor\_backpack



C8\_elinor\_race\_car



C9\_elinor\_wagon



C10\_fruits



## C - Props











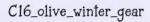
C12\_mag\_glass

C13\_ms\_mole\_book

C14\_olive\_satchel

C15\_olive\_tent







C17\_rabbits\_tent



C18\_ranger\_rabbit\_book



C19\_watering\_can



## D-Logo:



- R: 104 G: 43 B: 126 C: 73 - M: 100 - Y: 13 - K: 3
- R: 148 G: 78 B: 175 C: 50 - M: 81 - Y: 0 - K: 0
- R: 255 G: 220 B: 102 C: 1 - M: 11 - Y: 72 - K: 0
- R: 255 G: 145 B: 100 C: 0 - M: 53 - Y: 62 - K: 0
- R: 226 G: 103 B: 35 C: 7 - M: 73 - Y: 100 - K: 0

- R: 247 G: 119 B: 129 C: 0 - M: 67 - Y: 35 - K: 0
- R: 202 G: 36 B: 43 C: 14 - M: 99 - Y: 94 - K: 4
- R: 175 G: 37 B: 54 C: 22 - M: 98 - Y: 81 - K: 13
- R: 171 G: 225 B: 233 C: 31 - M: 0 - Y: 8 - K: 0



# D-Logo: D1-Variations



Solid Colors (simplified)



Grayscale



Black & White



Black & White (inverted)



## E - Font:

-Upper Case

ABCDEFGHIJKLMNOPQRSTUVWXYZ

-Lower Case

abcdefghijklmnopqrstuvwxyz

-Numerals & Symbols

0123456789,.;:?!@#\$%^&\*()-+={}\/|

-Size Examples

Aa Bb Cc

Aa Bb Cc

Aa Bb Cc

60pt

30pt

15pt

-Color Variations



C: 100 M: 97 Y: 00 K: 00 R: 35 G: 38 B: 159



C: 81 M: 97 Y: 00 K: 00 R: 87 G: 35 B: 159



C: 58 M: 100 Y: 00 K: 00 R: 137 G: 22 B: 154

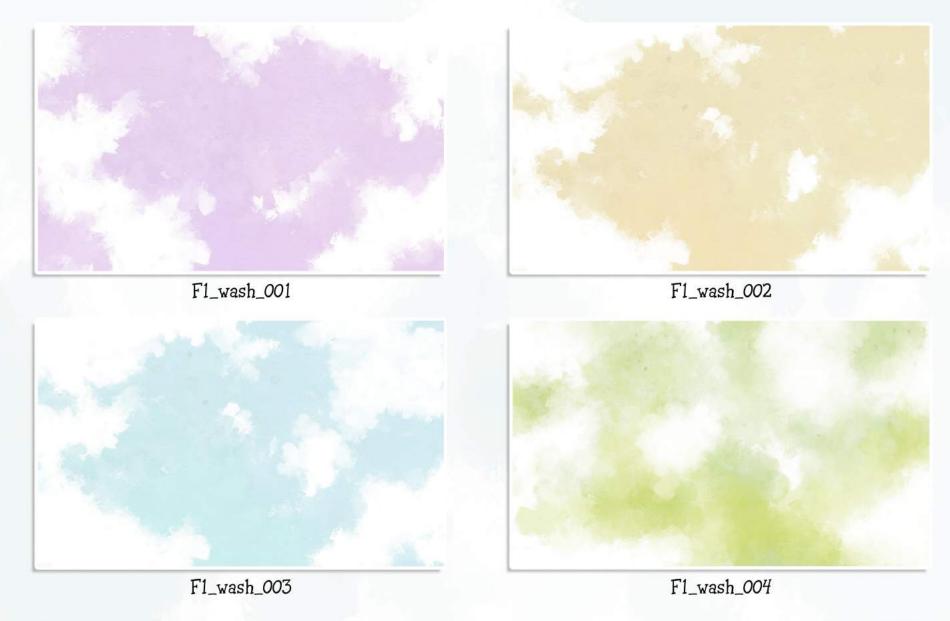


C: 88 M: 32 Y: 75 K: 19 R: 12 G: 114 B: 86



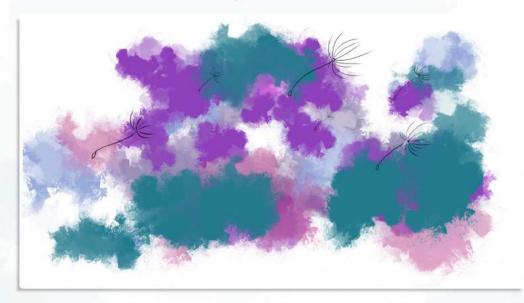
## F - Extras:

#### F1-Washes

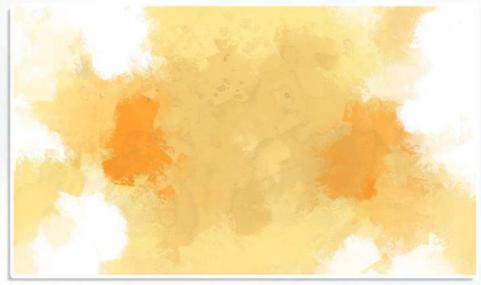




# F - Extras: F2-Splashes



F2\_splash\_001



F2\_splash\_002



## F - Extras: F3-Credit Beds





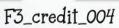


F3\_credit\_001

F3\_credit\_002

F3\_credit\_003







F3\_credit\_005



